PLAY TO WIN TIPS

As with most things, getting off to a good start is important, this influences your performance for the rest of the game. It's important to create a strong party and an even stronger main character as early on as possible. Not an easy task.

First sort out the priorities for your character. These should be collecting food and money, with weapons and a starting team coming later. Go around level A recruiting anybody you meet. If they're not too proficient take all of their equipment then *disband* them. When you have managed to fill your bag, empty it and leave all the equipment by the entrance to dungeon B.

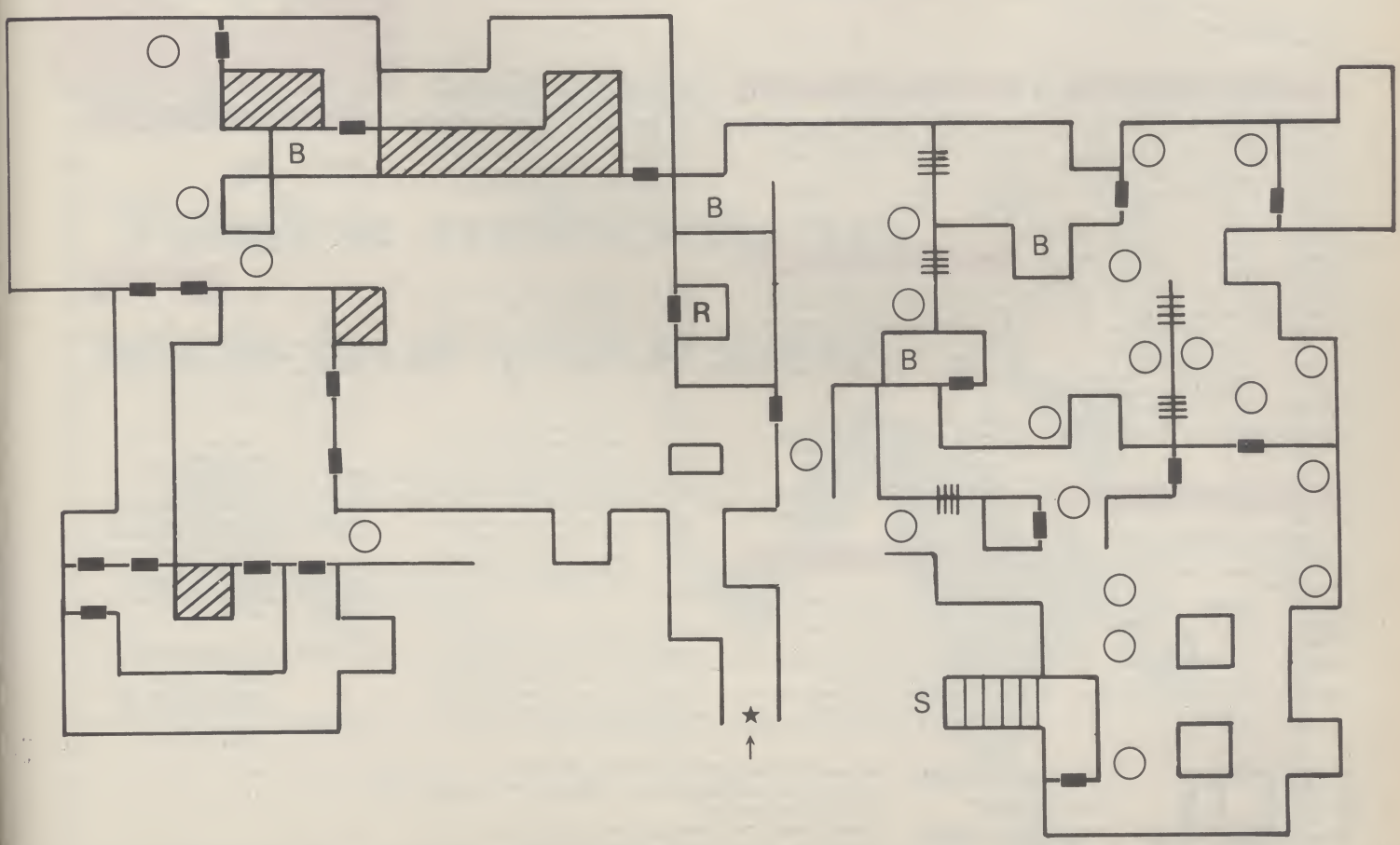
If you do recruit an above average character take him to one of the bedrooms, *disband* him, walk out and lock the door, trapping him inside. Keep repeating this until you have as much equipment as you need.

When you have a number of good characters locked in a room go inside and choose the best two spades and the best two clubs. Equip your men as best you can then place the spades at the front of the group and the clubs at the back.

If you find yourself up against a far superior foe during a battle do not be afraid to run. Go straight to a bedroom and lock the door otherwise the monster(s) will follow you in. Once inside, rest and prepare a plan of action. There's every chance that the monster will have left, but it's better to be safe than sorry.

Apart from all the puzzle solving and combat, one other hazard faces your party — getting stuck behind objects. Owing to the perspective view of the characters it's very easy to get confused. The best solution if this happens is to back track five or six moves or refer to the map to work out which direction you should be facing.

Part B



...it's dynamite!

POWER CARTRIDGE

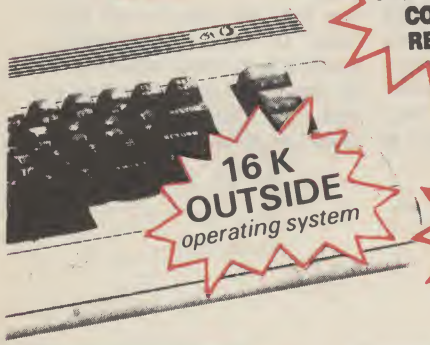
FOR YOUR COMMODORE 64/128

SO MUCH FOR SO LITTLE

- POWER TOOLKIT
- POWER MONITOR
- TAPE & DISK TURBO
- PRINTERTOOL
- POWER RESET
- TOTAL BACKUP

TRIED AND TESTED — OVER 100,000 SOLD IN EUROPE

AVAILABLE FROM ALL GOOD COMPUTER RETAILERS



TRADE AND EXPORT ENQUIRIES WELCOME

YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT

POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO	HARDCAT	RENUMBER
AUDIO	HARDCOPY	REPEAT
COLOR	HEX$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

DLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY DOS Commands
H HUNT		

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

Bitcon Devices Ltd does not authorise or purport to authorise the making by any means or for any purpose whatsoever of copies or adaptions of copyright works or other protected material, and users of the Power Cartridge must obtain the necessary prior consent for the making of such copies or adaptions from all copyright and other right owners concerned. See UK Copyright, Designs & Patents Act 1988.

POWER RESET

On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with any programme.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

BDL

Bitcon Devices Ltd

88 BEWICK ROAD
GATESHEAD
TYNE AND WEAR
NE8 1RS
ENGLAND

Tel: 091 1975 and 490 1919 Fax 091 490 1918
To order: Access/Visa welcome — Cheques or P/O payable to BDL
Price: £14.99 incl. VAT.
UK orders add £1.20 post/pack total — £16.19 incl. VAT
Europe orders add £2.50. Overseas add £3.50
Scandinavian Mail Order and Trade enquiries to: Bhiab Elektronik, Box 216, Norrtalje 76123, SWEDEN. Tel: ++46 176 18425 Fax: 176 18401

CU COMPO RESULTS

BIKE COMPO

Three correct answers was all it took to win yourself a Ridgeback mountain bike (capable of warp factor 5) and all the gear to go with it. The first correct card out of the hat came from David Roden from Scotland who stated correctly that the Sugar Loaf Mountain is in Rio De Janeiro, that the freewheel is a sprocket in the back wheel and that a penny farthing was named because the size of its wheels resembles the two coins of the same name.

XYBOTS

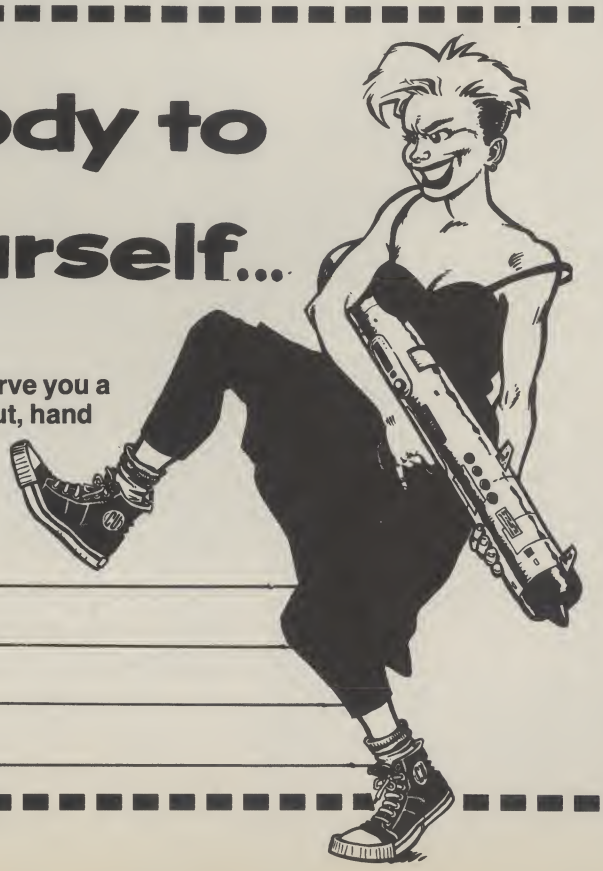
It's been a while, but here they are. Way back in the July issue we put a portable black and white watchman plus for hot read walkmen to go to the runners up. The answers were: Transformers are the robots in disguise; the smash robots advertise food and the dummy tests cars. First prize goes to Mr P C Nason from Tadcaster, with the runners up being Mr Richard Hall, Surrey; Mr M Warmington, Crowborough; Martin Appleby, Colne; Tom Saxon, Swindon.

CAMCORDER COMPO

Hey Andrushka! On the glasnost game tonight, comrades, we have a Sanyo VEM-S1 (P) camcorder to give away to . . . Vic Storey from RAF Wegberg in the boppin' funkin' West, who correctly said that the last aristocrat bad guy Tsar was Nicholas II, that Yuri Gagarin was the first glorious cosmonaut in space and those chart topping rockers Boney M recorded Ra Ra Rasputin, Russia's greatest love machine da da da da. Finally twenty copies of *Strider* go to these heroes of the revolutionary movement: Maxwell, Ward, Cheshire; Sgt D Earp, Harewood Barracks; Noel Sumner, Lymm; Paul Martin Brown, Washington; Joseph O'Donnell, Galway; Tony Griffen, Dublin; B A Crawly, Cleveland; Roger Warder, Shrewsbury; James Lakin, Dorset; Mr M A Reed, Surrey; Brian Nissim, London; Mr D A Pitt, Gwent; Peter Livsey, Crook; Mark Daly, Limerick; Robert Lawford, Kent; Stuart Clark, Sussex; Daniel Rowland, Ipswich; A L Hutchinson, Grimsby; and, finally, A L Stephens, Birmingham.

CUT THIS OUT AND GIVE IT TO YOUR NEWSAGENT

You've nobody to kick but yourself...



. . .if you don't tell your local newsagent to reserve you a copy of the month's raddest read. So cut this out, hand it over and relaaaaax. . .

Please Mr Newsagent reserve me a copy of Commodore User every month

Name _____

Address _____

_____

_____

By the year 2000 the primitive computer generated 3D worlds that games now exist in will look as modern as a Singer sewing machine. Instead you'll be able to immerse yourself in an artificial world of literally mindblowing proportions. That's the view of a team of people currently making strides in the creation of Virtual Reality. Mark Heley steps through the glass to investigate . . .

BECOMING THE BIONIC ANGEL

With the pace of technological innovation moving faster than ever, it's easy to get *blasé* about the latest advance. You unconsciously adjust to the accelerating rate of built-in obscelence and come to expect dazzling new machines more and more often. There is one new technological development however, that breaks this mould. This is a leisure technology which threatens to make the home computer obsolete within twenty years and not only change the way we spend our spare time, but the way we look at reality.

Described variously as virtual reality, cyberspace and multi-dimensional simulation, it recreates an entire world for the user. The technology itself is not all that new, the innovation is in how it's put together. Firstly there's the headset; two Sony watchman screens strapped over each eye and oscillated rapidly to give a 3-D, stereoscopic effect. The movements of the headset is monitored by a computer tracking device which adjusts the picture you see accordingly. This with a set of headphones generates the world you move through. You can interact with what you see through the medium of a glove covered with fibre-optic monitors which transforms the movements of the hand into a sort of 3-D mouse.

Link up with a couple of watchmans and an artificial world could be your oyster.

The wearer of the headset becomes a sort of cybernaut into a computer-controlled world. You can shrink to atomic size to investigate the structure of a DNA molecule or expand to the dimensions of a comet and circumnavigate the solar system, everything you do being bound by the rules that govern their movement . . .

Intelligent elements in the computer landscape are called 'puppets' and these can be anything the programmer wants them to be. Virtual Realities are worlds of their ►

Mondo 2000 is the latest incarnation of a magazine which has been variously called Reality Hackers and High Frontiers. Available only directly from the US, it is THE magazine for anyone into virtual reality, hacking, nanotechnology, artifical intelligence, pirate TV — or anything cyberpunk. Issue 7 features interviews with William Gibson, Rudy Rucker, St. Silicon, high priest of C.H.I.P. (the Church Of Heuristic information Processing), veteran hackers and much more. Published quarterly by Fun City MegaMedia and edited by R.U. Sirius, you can reach them at MONDO 2000, PO Box 10171, Berkeley, CA 94709-5171, FAX: 415-649-9630, Applelink; D3574, MCI Mail; MONDO 2000. Each issue is $7 airmail and their Credit card Hotline (Visa and Mastercard) is 415-845-9018.

Nobody Does it Better...

Overall Best Selling title — 92,060

4 consecutive years at the top.

Best Spectrum title — 76,055

Best Selling Commodore title No.1 Amiga Mag. 66,211

Best Selling multi format 16-bit games title — 39,219

In a class of its own.

emap.

For Blanket Market Coverage Tel 01 251 6222

SPORTTIME™

OMNI-PLAY™

BASKETBALL

Make video game boredom a thing of the past

Bring all the excitement and strategy of real-life sports into your own home with these two great new packages. And best of all the OMNI-PLAY System is completely expandable by using modules which are separately available, offering new experiences, more fun and greater depth.

OMNI-PLAY Basketball and Horseracing represent the ultimate in sports packages. Available now from Mindscape.

Basketball

Including two modules, this package gives you the chance to manage and coach as well as offering fast paced on-court action.
Features include:

★ 1 or 2 players can challenge the computer, each other, or watch the computer play itself.
★ Build as many Leagues as you like.
★ Expansion modules for Pro Leagues, College Leagues, Fantasy Leagues . . . and more.

Horseracing

Also including two modules – "The Handicapper's Tournament" and "Track 1". Play conservatively on the favourites to Win, Place or Show or take your chances on Long Shots, Triples and Exactas. Features include:

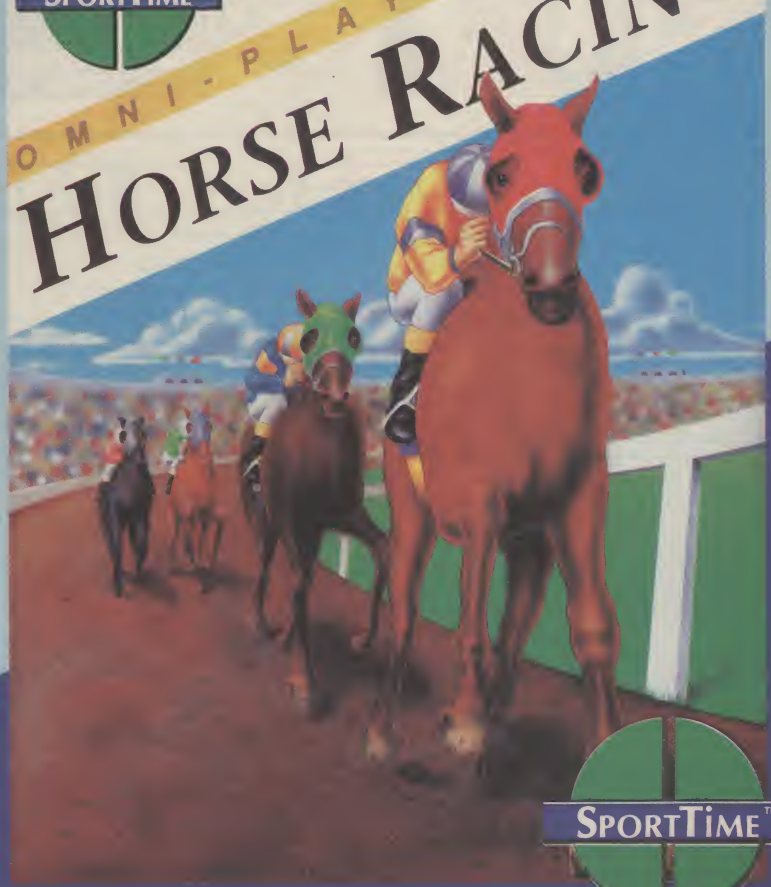
★ Up to 4 players.
★ 128 horses at each track.
★ Variable track conditions.
★ Detailed past performances of the last 10 race results for every horse.

Screens pictured are from Amiga version. Other computer versions may vary.
SportTime and OMNI-PLAY are trademarks of Designstar Consultants Inc.

SPORTTIME™

OMNI-PLAY™

HORSE RACING



SPORTTIME™

Distributed by

MINDSCAPE INC

Available for
IBM and Compatibles (5¼") and Amiga.

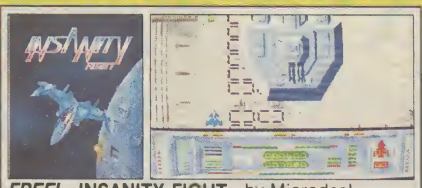
COMPUTER SOFTWARE

MINDSCAPE

For further information on Mindscape Products and your local dealer contact:
Mindscape International Limited, PO Box 1019, Lewes, East Sussex BN8 4DW. Tel. (044 486) 545/547

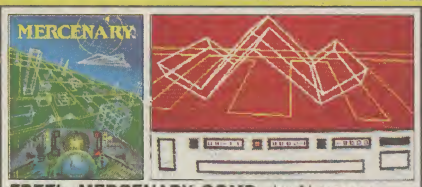
FREE! TENSTAR PACK WORTH OVER £229!

FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal

FREE! - ART OF CHESS - by SPA



FREE! - MERCENARY COMP - by Novagen

FREE! - BARBARIAN, ULT WARRIOR - by Palace

FREE! - TERRORPODS - by Psygnosis

FREE! - BUGGY BOY - by Elite

FREE! - THUNDERCATS - by Elite

FREE! - IKARI WARRIORS - by Elite

FREE! - WIZBALL - by Ocean

Commodore AMIGA

£346.95 +VAT= **£399**

INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE.

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE INC VAT:	**£399**

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE INC VAT:	**£649**

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
	£229.50

TOTAL RRP: £229.50 INC VAT

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm **LATE NIGHT:** FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm **LATE NIGHT:** NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm **LATE NIGHT:** THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept CMUSR 1189, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode.

Do you already own a computer
If so, which one do you own?

Cyberspace is no longer a frontier.

BECOMING THE BIONIC ANGEL

own in which you can totally immerse yourself. It's a technology that has actually been under development since the Sixties, but it is really the advances in the individual components in the last five years that have made it a practical possibility. NASA have pioneered most of the work behind the basic set-up, but now special effects studios, movie and computer companies are all getting involved. Lucasfilm's David Levine has already developed the first cyberspace game, a variation on *Ball Blazer* — a sort of squash game which is played by the cybernaut in an alternative universe where the rules of mechanics and gravity are similar, but slightly different. The result is a disorientating, high speed and distinctly strange game. *Ball Blazer* only touches, however, on the farthest tip of the virtual reality iceberg. Industrial Light & Magic have several groundbreaking projects in the works and the software pioneers Autodesk have put together a 'cyberspace initiative team' under the title of Cyberia.

Virtual Reality is not simply a toy, it has huge implications for the worlds of science, education and art. Every new technology has an effect on the society in which it finds itself. If computer games caused a few ripples, cyberspace is going to make a big splash. What will be the effect on people if they are offered the opportunity to spend their leisure time immersed in imaginary worlds at a cyberspace 'hub'? Like the Total Immersion video games in Red Dwarf, cyberspace has the power to seriously mess with your mind. The phenomena has already thrown up a group of people who are passionately interested in the uses and abuses of the medium and its power as an artist's tool. These are the Reality Hackers. They range from cyberpunk authors like Rudy Rucker and William Gibson to research psychiatrists and 'hard' scientists. They even have their own magazine, the superb MONDO 2000, published from Berkeley, California, by the strange genius of R.U. Sirius and Queen Mu. Dedicated to exploring every aspect of virtual reality MONDO 2000 is in its own words, "here to cover the leading edge in hyperculture. We'll bring you the latest in human/technological interactive mutational forms as they happen."

R.U. Sirius is certain Virtual Reality is going to change your life. 'I believe technology defines the way we live rather than the old idea of society creating the technology it needs, it's exactly the other way around; technology creates the society IT needs. We have to prepare for it now, because there will be precious little time when it does arrive. Experiments have shown that cybernauts often feel they are interacting with a bigger world than the computer actually provides. The senses are so totally stimulated, the brain's ability to disbelieve what it is experiencing is largely bypassed. Cybernauts invent details of their own to flesh out of the bare bones of the computer world.'

It'll probably be another fifteen years before cyberspace is widely available. Currently artists and technologists alike are working side-by-side with a whole range of variations on the cyberspace theme from voice-recognition, fibreoptic link-ups between cybernaut and total body suits. It certainly does look that, in the words of software company Autodesk's John Walker that "Reality will not be enough when people see cyberspace." But what next? Frighteningly R.U. Sirius has an answer: 'three-dimensional holography'.

ARCA

Meet Greg — he has a penchant for facial hair.

Chocks away for the UN Squadron.

U.N. SQU

And you thought the U.N. Peace Keeping Forces were purely concerned with non-aggression and building bridges? Well you were wrong. In *U.N. Squadron* you are invited to do some serious pre-emptive dissing and there's certainly none of that pinko only-fire-when-fired-upon nonsense that most of us traditionally associate with the Force.

U.N.S. is a horizontally-scrolling aerial shoot 'em up in which you get to play one of three peace-loving pilots, each with their own particular aircraft. The choices are between a Dane (for some reason), a Japanese and American pilot. Although the introductory screens list (faster than the eye can see) each craft's specifications in great detail, all you really have to know is that the American plane has the most firepower, the Japanese fighter is the nippiest around the screen and the Danish kite has two-way fire, allowing you to strafe the ground and air simultaneously.

Quite who and where the troublesome enemy are isn't absolutely clear, but there are plenty of them ranged across a bewildering variety of backgrounds and boasting an impressive diversity of hardware.

Once you and your optional player-two have chosen your craft, level one pits you against ground-based tanks and emplacements and airborne jets and helicopters. There's an end-of-level boss, natch, in the form of an enormous ironclad tank which spews missiles in every direction and needs plen-

The mega tanks brews up.

ADES

And this is Micky, the Yank flyboy.

UADRON

A successful strike.

Thanks to Electrocoin for the shots.

ty of blasting to quieten.

Level Two is completely airbound, and considerably more testing than the first. Now you begin to appreciate the power-ups which are offered to you for wiping out certain waves of fighters. In particular, the shields start to look very attractive, as jets fly from the left (i.e. behind you) at great speed. The bosses here are huge stealth fighters which appear in front of you and drop increasingly dense clusters of indestructible air-mines for you to fly into.

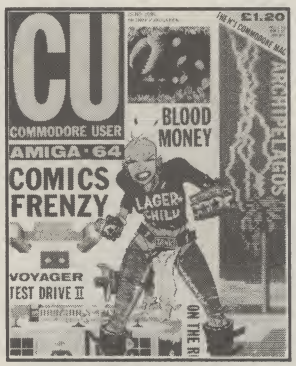
Level Three sees you tearing over what must presumably be western Europe, a green and pleasant land crammed with gun emplacements, tanks and armoured trains, and later levels bring you over deserts and even into caves.

At the end of each level you have the opportunity to purchase enhancements for your fighters from an extremely unofficial looking arms dealer.

U.N. Squadron is a very pretty, perfectly competent and — particularly as the levels progress — reasonably challenging shoot 'em up. Worth a few ten pees of any blastalong fan's hard-earned. Quite what the secretary general of the U.N. would think of this kind of unilateral aggression, though, is anybody's guess.

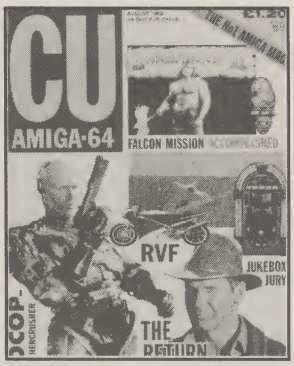
GRAPHICS	69%
SOUND	61%
PLAYABILITY	72%
CONVERTABILITY	74%
OVERALL	70%

C.U. SPECIAL OFFER



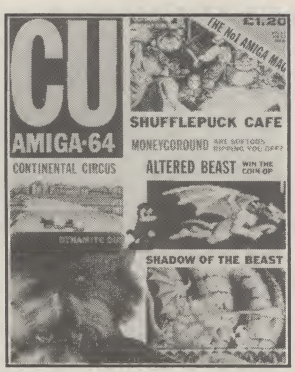
KICKING YOURSELF BECAUSE YOU MISSED A COPY OF

CU...?



WELL NOW'S YOUR CHANCE TO STOP!

THANKS TO THOSE VERY NICE MEN AT C.U. YOU CAN NOW COMPLETE YOUR SET



SPECIAL ORDER COUPON

NAME .....

ADDRESS .....

.....

.....

PLEASE SEND ME THE FOLLOWING BRILLIANT ISSUES:

☐ MAY 89 ☐ JUNE 89 ☐ JULY 89 ☐ AUG 89 ☐ SEPT 89 ☐ OCT 89

I HAVE CHECKED THE APPROPRIATE BOXES AND ENCLOSE A CHECK FOR (NO OF ISSUES x £1.20)

MADE PAYABLE TO "COMMODORE USER". SEND CHECK OR POSTAL ORDER TO COMMODORE USER BACK ISSUES, P.O. BOX 500 LEICESTERSHIRE LE99 0AA.

WHILE STOCKS LAST!

CU

FREEBIES

This month we put a disk or cassette on the front cover, but we're not finished there. Next Month's issue will carry a set of four aesthetically beautiful screen shot postcards. These will be culled either from a few graphic classics or from yet to be released games.

COMPETITIONS

Compos galore in this issue, with big prizes.

GHOULS AND GHOSTS

Currently being completed for US Gold, we have the exclusive review of Capcom's widely praised follow up to *Ghosts'n'Goblins*. Plus other major first including *Stunt Car*, *Xenophobe*, *P47*, *Ninja Warriors*, *Future Wars*, *Double Dragon II* and many more. Why read old reviews in other mags when you can buy us?

Miss this one and it'll break your heart...

The December issue of CU will arrive bursting with news, reviews and features on November 26th. Place an order now or you'll end up with a cheap substitute.

NEXT MONTH

ARCA

Umm, coconut anyone?

Well that's Africa, and now you know where D

JALECO

BIG

Lovers of sit-in driving games have never had it so good. Of course, they tend to have to shell out a quid a time to indulge their addiction, but there's no doubt that the larger coin-op companies are pulling out all the stops to produce ever-more realistic and innovative racing 'n' chasing games.

Jaleco's *Big Run* continues in this tradition. The game is based upon the Paris to Dakar rally, with the emphasis being heavily upon offroad driving in extremely rugged conditions (the race itself starts in Tunis — the European leg, it seems, was considered too easy for anything more than a few tasty introductory screens).

The road starts out as a fairly standard twisting motorway lined with authentic sponsors' billboards (some of which disintegrate impressively if you smash into them), trees, barrels and other obstacles, but soon degenerates into rock strewn mountain passes, scrubland and desert.

Your vehicle combines the speed of the fastest of the newer drivalongs with the suspension of *Buggy Boy* — and with the excellent "sensurround" feature of the cabinet it really feels like you're bouncing over rocks and boulders.

Big Run has also decided that it was high time that the more aggressive drivers were given a

Still of the night driving section.

ADES

On your marks.

RUN

look-in. The horn on the steering wheel works and its selective use is actually recommended to force other road-hogs out of your way. Be sure to give them a good toot, in particular if you happen to be on the thin mountain passes or you're likely to find yourself at the foot of a ravine.

The pace of *Big Run* is pretty rollicking — cornering is tough, and one smash will almost certainly disqualify you. The time limit is incredibly tight, however, so you can't really afford to drive carefully either — it's just a case of foot to the floor, hand on the horn and hope for the best.

Altough the cabinet itself doesn't actually possess hydraulics, the combination of sound, vibration and graphics do go a long way towards remedying this omission.

This certainly is as good as anything else on offer in the world of the sit-ins. The only serious problem with it is likely to be that its challenge may prove a little bit too tough — and expensive — for the Sunday drivers amongst you. *Not* recommended for the Mark Thatchers of the world.

Eyes on the road and no reversing in the pit lane Nigel.

GRAPHICS	78%
SOUND	84%
PLAYABILITY	80%
CONVERTABILITY	56%
OVERALL	85%

tommy's TIPS

Printing kit

● I have several questions to ask you and would be most grateful for a reply.

After recently purchasing a STAR LC-10C colour printer, Commodore 64 version, I am now considering buying an Amiga computer. I am wondering if there is an interface which will make the Amiga and the printer compatible. Is the 'PrintLink' that is available from 'Dimension Computers' any use? Does another company produce such an interface?

In our school there is a RM NIMBUS network. Is the Star LC-10 colour printer compatible (parallel or Commodore version).

The above-mentioned network uses MS-Dos, is the Amiga compatible? By that I mean will Amiga programs run on it, and visa versa.

Is there any CBM 64 software that enables full use of the colours available on the STAR LC-10 colour printer. Are there any programs on the Amiga to do this?

Nicholas Havard,
Brecon,
Powys.

Printlink is designed specifically to allow the Amiga to use CBM serial printers, which includes the Star LC-10C with the CBM interface. I believe Trilogic also produce a similar system to do the same job.

As for the RM Nimbus, there is no way that you can use the CBM serial version, although the parallel version could be used. The Amiga A500 is not an MS-DOS machine, although there is a company (Nine Tiles) which have a network system that allows several different standards of computer to be linked through a common network. However, since you don't appear to have this type of network it means that the Amigas cannot be tied into the system unless the are of the 2000 variety with an IBM bridgeboard fitted.

You cannot run any Amiga programs on the RM, but you can run some IBM programs on an Amiga by means of a program called 'The Transformer' which is an IBM emulator. Finally, there are a few programs for the C64 which can make use of the LC-10 colour printing. Any of the WP programs which permit the inclusion of ASCII codes (such as Vizawrite etc) will allow printing in the main 7 colours, while some of the later paint programs designed to work with the Epson JX-80 will also work.

As for the Amiga, just about every paint program can make full use of the colour printing by specifying the JX-80 preferences driver. While you won't get every subtle shade from printing the screen, the results can be quite good.

Printer pinned

● I am considering buying an Epson LQ500 and I have a few queries which I hope you would answer for me.

1. What is the difference between a printer with 9 or 21 pins?
2. Is the LQ500 worth its price or is there a printer around that price that's better value?
3. Can the printer paint pictures from art utilities such as *Photon Paint*?
4. Is the LQ500 only capable of printing in black and white or is it possible to print in a few colours say with a special ribbon or cartridge?
5. What sort of leads are required for connection to my Amiga?
6. Do you think that the CAD program *X-Cad designer* is any good?

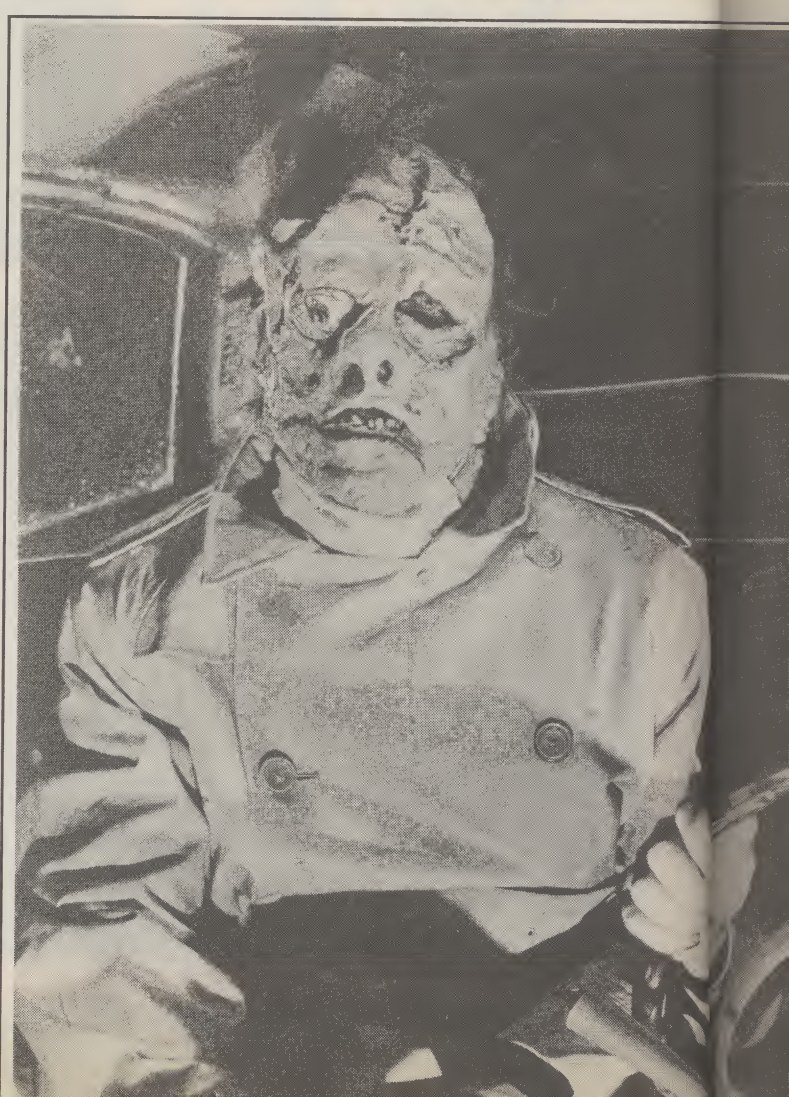
Hao-yin Tsang,
Botley,
Oxford.

The first thing to clarify is that there is no such beast as a 21 pin printer. The flavours that have been produced so far are 9-pin (most cheap printers), 18-pin (strictly a Canon venture), 24-pin (new LQ mode printers) and now, even a 48-pin printer (Japanese of course!). The main differences are that a 24 pin printer can print smaller dots and more of them to make up a letter. The result is the letters do not look so 'bitty' and with the inter-pin spaces filled in by the extra dots the type begins to look very much like daisy-wheel quality.

A 9-pin printer can attempt a similar thing by going over the letters more than once, slightly offset to also fill in the gaps. While the two end results may be similar, the 24-pin will always have the edge in quality and is usually twice as fast, as it does its LQ mode in a single pass of the print head. As for the LQ-500 being worth the money, it's about par for the course with the new printer prices. However, I personally favour the STAR LC24-10 printer which has more features, such as paper parking and extra fonts, and if you hunt around is available as low as £225 (+ VAT) (RRP £299).

Provided you can get one of the preference printer drivers to work with the printer, either of these will be able to produce pictures

And remember children, Tommy never gives rides to strangers . . .



from Photon Paint. Neither of these printers has a colour option though. With Epson you would have to go up-market to the LQ-860 to get colour, while with STAR you can get the LC-10C for around £225 (+ VAT). The latter works very well with the Amiga, using the JX-80 printer driver. Provided you have the A500, then any standard IBM to Centronics printer cable will work. If you have the A1000 then you will need a specially wired cable; do not use a standard cable under any circumstances!

Finally, X-CAD does allow you to draw diagrams on screen, but before you can decide whether it is any good for you, you must decide what you want to use if for and therefore what features it must have. If it has all those features and is to the required accuracy and resolution, then it's good. It it doesn't fit your requirements, then its no good for that particular task and you will need to look again. Real CAD normally requires a plotter rather than a dot-matrix printer, to avoid the lines being made up of dots. It's all down to the use that you intend to put the CAD program.

Sprite data

● I have several programming queries on the 64.

1. Why can't sprite data be used at locations 4096-8192 — my sprites look like weird letters and signs! I am writing a complex program, and need all the available memory I can get. I have 4K of sprite data to be placed at 2048. 'Basic' is out of the way, but my sprite data uses locations over 4096 up to 6144.
2. Can I make the 'VIC' chip point the sprite data somewhere over location 16384?

Thank you for any help you can give me.

H. Fu,
Chesterfield.

Apart from the fact that your BASIC program normally resides from 2048 upwards there is no reason why you cannot store your sprite data there. However, when you say you have 'moved' BASIC out of the way, are you quite sure that what you have done is to move the start of the program area safely above the end of your sprite data? If you haven't done this then writing your program, or storing m/c routines, may have overwritten the data. If you really want maximum use of the main memory for the program then why not move the whole screen, sprite pointers and sprite data into the area above C000 (49152). Due to the limitation of the VIC chip, the screen and the sprite data have to reside in the same 16k bank of memory, but that bank can be anywhere (provided it doesn't clash with something else). By moving the whole lot out of the normal BASIC RAM area you release all the memory from 1024 — 40959 for use by a program. The example below shows you how to move the screen and sprite data to C000 and you can then utilise the method in your own program.

```
10 POKE 56578, PEEK
(56578) OR3
20 POKE 56576, (PEEK
(56576) AND252)
30 POKE 53272, (PEEK
(53572) AND15)
40 REM ABOVE 3 LINES
AMEND SCREEN AND VIDEO
BANK ADDRESSES
50 REM SCREEN ADDRESS
IS NOW 49152-50151
60 REM SPRITE POINTERS
ARE NOW 50168-50175
70 REM SPRITE DATA CAN
START FROM 50176
80 REM EG POKE 501686,16
FOR FIRST POSSIBLE
LOCATION OF SPRITE DATA
```

Virus scare

● I have recently purchased a second disk drive for my Amiga, and I am wondering if I can use it as DFO: to load games in rather than using the internal disc drive. I have also caught the byte bandit virus from a software hire library and using virus x I have deleted it from my disks. What I want to know is if it is still inside the computer, and if so, how can I get it out?

I am considering whether to buy a sound and picture digitiser. Can you tell me if there is a reasonably priced sound digitiser which can be used to sample a record and play it back, and if not, what is the best I can expect?

Marc Blackie,
London SE4.

You can only autoload a workbench disk from DFO:, so if you want to load and run a program merely by putting it into the drive when the 'hand' appears then the simple answer is that you cannot use an external drive for this. I don't quite see what the advantage is of using the external drive, since unless you have expansion memory fitted, you may even have to switch out the second drive in order to retain enough RAM to run some programs. If yo just want to be able to run games from DF1: so that you even up the wear on the drives, then run them from workbench or a CLI. If you still want them to autorun on boot-up then use a disk in DFO: which includes in its Startup file a run command for the game in DF1:.

As for the virus, this resides on disk sectors. Apart from the battery backed clock, and of course ROM, all memory in the computer is lost whenever the power is turned off. What you must ensure is that you test all your disks before assuming that you are free of the virus. If you have done that then you should be OK.

There are several sound digitisers on the market for the Amiga and it is really a question of finding one that meets your price criteria as they are all capable of storing sounds. Your main problem is much more likely to be a lack of memory, since most digitisers can only store a few seconds of sound without expansion memory being fitted. You will need at least 2 Mbytes of expansion RAM if you want to even think about storing a record. Much of the digitised sound you hear is in fact a small section repeated many times. The same applies to picture capture. Digiview Gold is probably the most popular video digitiser for capturing TV images, but there are equally good hand-held scanners that can be used for both colour and B&W pictures in conjunction with graphics programs such as Dpaint II or III. Again, expansion RAM will determine just how complex or large the captured image will be. If you do not already have at least a 512 kbyte RAM expansion then get one without delay before purchasing any form of digitiser.

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

VIRUS FREE PD

PUBLIC DOMAIN SOFTWARE FOR THE AMIGA

DEDICATED TO THE TOTAL ANNIHILATION OF VIRUSES

FREE MEMBERSHIP ALMOST ANY PD SOFTWARE AVAILABLE

£ 2.25 PER DISK £20.00 FOR 10 DISKS

Catalogue disc available for £1.50

ALL DISKS ARE INDIVIDUALLY TESTED TO ENSURE THAT THEY ARE DISTRIBUTED VIRUS FREE.

WE WELCOME OVERSEAS ORDERS.

(SPECIAL INTRODUCTORY OFFER TO NEW MEMBERS) WITH YOUR FIRST ORDER OF 5 OR MORE DISKS, WE WILL INCLUDE OUR VIRUS KILLER DISK AT NO EXTRA CHARGE

FOR A FREE LIST OF THE SOFTWARE THAT WE HAVE IN STOCK, PLEASE SEND AN A5 SAE TO:

VIRUS FREE PD. 23 ELBOROUGH ROAD, MOREDON, SWINDON, WILTSHIRE, SN2 2LS. Tel: 0793 618343

C64 FOR SALE. Boxed, datacassette, two joysticks, 100+ games all original worth over £800. Yours for £250 ono. Glos. Call Nick on 0594 563268.

AMAZING AMIGA PD! Free membership, Prices from £1.00 send SAE to AA PD Amberely, Park Drive, Little Asta Park S. Coldfield B74 27A

AMIGA USER wants contacts worldwide. If you have any interesting stuff, you should write to: Ole-Morten Toften, Box 73, 9100 Kvaløysletta, Norway. 100% reply.

HINDLEY ELECTRONICS

COMPUTER REPAIRS

FAST FAST FAST

STANDARD CHARGES

Commodore C64 **£25**
Commodore C64c **£29**
Commodore +4 **£25**
Commodore C.16 **£21**
Commodore 128 **£32**
Commodore Vic 20 **£18**
1541 disk drives **£32.50** (excluding R/W heads)
Commodore IC's please ring for details.
Amiga 500 repairs **£40**

All prices inclusive of VAT and return postage including insurance.

Please ring before posting.

3 months warranty on repairs with average 24 hour turn round.

Dept C.U.

HINDLEY ELECTRONICS
97 Market Street
Hindley, Wigan
Tel: (0942) 522743

The Standard Charges to not apply to machines with multiple faults.

THE ULTIMATE 64 P.D. PACK

3 PACKED DISKS FOR £5

▲ Disk of useful utilities
▲ Commercial quality games
▲ Best Sound & Graphic demos

ONLY FROM

WICKED P.D.

33 Nobel Square, Basildon, Essex, SS13 1LT, ENGLAND

+ Quarterly Updates & News.

COMMODORE MPS 1500C colour printer only 18 months old £110 Amiga contacts wanted bedfordshire area call David Griffith 0525 718464

CONTACTS WANTED: I am an Amiga Freak who seeks penpals from anywhere in the world, get writing now to Sami Moh'd Ali, P.O. Box 1564, Amman-Jordan. 100% reply, beginners helped.

COMMODORE SUPPLIES

C64 Power Supply	£19.95
CBM Plus 4 Power Supply	£29.95
C-16 Power Supply	£12.99
1530 Datasette	£29.95
1531 Datasette	£27.95
Serial lead (for d/drive/printer)	£5.95
100 5¼" disks DSDD	£29.95
10 3½" disks (Sony Branded)	£12.95
Simon's Basic Extension	19.95

Prices include VAT and P&P. Allow up to 14 days for delivery. Cha/PO to:
OMNIDALE SUPPLIES (CU),
23 Curzon Street, Derby NE1 2ES.
Tel 0332 291219

WANTED: Commodore users to join penpal club. All CBM's catered for: Vic, Plus 14, CBM 64, Amiga etc. For more details write to: I. Cassidy, C/O J. Hadlow, 9 Haldane Cresent, Kirkton, Dundee, Scotland, DO3 0JN.

AMIGA CONTACTS WANTED! Send a list of your programs to: Hans Jørgen Andersen Nesvegen 78 5084 Tertnes, Norway. Only hot stuff!

AMIGA OWNERS! Unleash the graphics and audio power of your machines! Join the Amiga demo library now. For £5.00 you get life membership, ASGL intro, a Z50 level game and access to over 100 disks at only £1.40! Cheques to A.S.G.L., 36 Moorwoods Ave, Chapeltown, Sheffield S30 4WA.

YO! Amiga contacts wanted. Contact Walt at P.O. Box 75, Germiston, 1400 S. Africa today! All letters answered. Lamers most welcome.

MATRIX SOFTWARE HIRE

THE CHEAPEST OF THEM ALL

Top games titles for Spectrum, Commodore, Amiga and Amstrad, please state system

For details send large SAE to:

MATRIX LEISURE CLUB
Dept c.u., 271, Stanstead Road, Bishops Stortford, Herts CM23 2BT

AMIGA USERS! Would you like some of the best demos/utilities around? Well, send me £3 (P.O.'s only!) and a disk, and I'll return it filled with great stuff! Send to: Stephen Warden, Meadow Lodge, Highertown, Truro, Cornwall, TR1 3QF, England.

AMIGA CONTACTS WANTED from all over the world. Write as fast as you can to Thomas Torp, Skogbrynet 16c, 0283 Oslo, Norway.

AMIGA PENPALS WANTED to exchange tips, demos, etc. 100% reply anywhere in the world. Write to Samer Kurdi, P.O. Box 981, Amman-Jordan.

FAST, RELIABLE and Cool C64 Contacts wanted worldwide. Write to: Peik Stromsholm, Beach Street 30, SF-VAASA, 65/20 Finland. Disk and Modem only. Disks = 100% Answer.

C64 DISK DRIVE. Music expansion system with five octave keyboard, manuals, joystick, Expert cartridge and 100s games incl. educational software. £275 ono. Tel. 021-357 7785. Birmingham.

SWAP LATEST WARES on C64 disk only. Write: Mark, 17 Agaton Road, New Eltham, London SE9 3RN. All mail answered.

ONLY POOLS AND HORSES

FOOTBALL BOXFORM £14.95 (+ £2 for 3" disc)

The **ONLY** pools program written by a **GENUINE EXPERT** who has been professionally employed as such by the leading pools company. He **KNOWS** how to help you win.
THE PROGRAM HAS FORECAST ON AVERAGE 50% MORE DRAWS THAN WOULD BE EXPECTED BY PURE CHANCE

FOOTBALL BOXFORM is not a gimmicky play thing but a serious statistical analysis of football form. Its sole objective is to improve the chances of winning on the pools or fixed odds and no other program comes near to tackling the problem so thoroughly. Homes, aways and draws are show in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell. Covers league and non-league clubs.

BOXFORM & HANDICAP WINNER £14.95 (+ £2 for 3" disc)

Two programs for the price of one. Easy to use and they never go out of date. All you need is a few minutes with a daily paper. **BOXFORM** weighs up a race by considering the many facets of form. Easily amended to suit the user's ideas.
HANDICAP WINNER shows the value for money bets. Hundreds of winners in handicaps this year at 25/1, 20/1, 16/1, 15/1 . . . etc. etc.

SPECIAL PRICE of £24.95 (+ £2 for 3" disc) for all of the above programs

Why pay inflated prices? **BOX**oft **CLEVER** and get the **BEST**

Available on tape or disc for SPECTRUM, CMD 64/128, AMS CPC's, BBC B. from:

BOXOFT (CU), 65 Allans Meadow, Neston, South Wirral, L64 9SQ.
Credit card holders may phone 051-336-2668 (24 hrs)

Access VISA

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

CU SELL-OUT CU

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

SPECIAL OFFERS

1) **FREE F.S.I.** — Amiga Cat. demo, send one diskette with your address to get acquainted with FSI and FHI. Foundation **DATA-USER** International P.O. Box 1057, NL-5602 BB Eindhoven

SOFTWARE

2) Amiga, Atari-ST and IBM-PC Softw. on Nashuadisk etc. from £2, — Incl. sending, postage and Internationale Soft-User-Help Service. Foundation, **SOFT-USER** International P.O. Box 1057, NL-5602 BB Eindhoven

YO! AMIGA FREAKS! I'm searching for some cool, fast and reliable contacts worldwide. Disks 100% reply. Grab a pen and write today: T. Blomberg, Rossqaton 6E12, 65380, Vasa, Finland. No learners please.

AMIGA CONTACTS WANTED. Send disks and letters to: Andreas Langum, Middelthunsgt. ISA, 0368 Oslo 3, Norway. All letters answered, but please send disks.

NORWEGIAN AMIGA OWNER would like new contacts. Preferably Europe. 100% reply. A. M. Eikheim, Bieheia 8, N–4890 Grimstad, Norway. Don't wait write now!!

AMIGA USER wants new contacts. 100% reply. Send some disks and a letter to: Jann Rindsem, Kalv Arnesons GT.9 7650 Verdal, Norway.

AMIGA USERS! Would you like to know a fast swapper in Sweden? Search no more write to Jonas Lindstrom, Hasthovstigen 11, 43033 Fjaras, Sweden.

AMIGA USER wants Penpal. Send disk or letter to Michael Lacey, Ferns P.O., Enniscorthy, Co. Wexford, Ireland.

AMIGA USERS! Would you like some of the best demos/utilities around? Well, send me £3 (P.O.'s only!) and a disk, and I'll return it filled with great stuff! Send to: Stephen Warden, Meadow Lodge, Highertown, Truro, Cornwall, TR1 3QF, England.

Advertising Rates for C.U. Sell Out section

Lineage 35p per word to trade
25p per word to private individuals.

Semi-display
(boxed advertisements)
£13 per cm column.

When paying for advertisements please add on 15% VAT.

Post to: Sell Out, Ad. Dept. CU, 30-32 Farringdon Lane, London EC1R 3AU.

AMIGA DIGITISING SERVICE. High quality digitised pictures developed from your photos etc . . . Ready for use with any art package or your own programs. £1.75 per picture. Please supply your own disk. Ads, 45 Endsleigh Court, Lexden, Colchester, Essex CO3 3QT.

ADVERTISEMENT INDEX

Accolade 39
Activision
.....32,44,45,48,68,123
Anco.....28

Bitcon.....102

Castle.....53

Database.....42
Datel.....74,75,80,81
Domark 23,76

Goliath.....70

Harwoods.....50,51

Logotron.....26

Megasave.....66
Microprose 15,46
Microsnips.....61
Mills.....83
Mindscape.....12,107

Mirrorsoft.....4

Ocean
30,34,35,64,78,84,124

Silica Shop 109
Software City.....94
Strategic Plus 92
Software Superstore 72
System 3 18,19,88

Titus 16,112
Trilogic 59
Turbosoft.....66

US Gold.....2,3,70

Video Vault.....66
Virgin.....8,40

Worldwide Software 92

Xenon Technology 54

CLASSIFIED ORDER FORM

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40		

Lineage — 25p per word to private idividuals — 20 words min.
40 words maximum. 35p per word to Trade. 20 words min. — 40 words maximum.
Semi-display — £13 for S.C.C. Ring 01-251 6222.
All classified and semi-display advertising is pre-payable.
When paying for advertisements please add on 15% for VAT.

Warning

It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through out classified section are genuine tapes, disks, or cartridges bought from shops or by mail order from software houses. **Commodore User** will press for the maximum penalties to be brought against anyone breaking these rules. We regret that due to large-scale swapping of pirated software we can no longer allow swaps of tapes, disks, or cartridge in our classified section.

All classified ads are subject to space availability.

PLEASE PRINT CAPITALS

I enclose cheque/P.O. for £ made payable to *Commodore User.*

Name .....

Address .....

Total number of words.....

Post to: **AD. DEPT. COMMODORE USER, 30-32 FARRINGDON LANE, EC1R 3AU.**

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

OUTER LIMITS

FLASH UNIT ▼

If you see yourself as a character out of the 50's Hollywood movie, why not carry the camera to match your image? Olympus' latest 35mm costs £300.

ROBOTIC DANCING ▼

went out with technopop, but don't tell MR DJ that. Tomy's latest AM/FM radio grooves to the sounds which pour out its speaker. Price £19.95 from Roxie at the address opposite.

SOUND AND VISION ▲

are combined in this beautiful neon speaker which strobes in time to the music. You'll never have to hire disco lights for a party again. Price: £395 (for the pair natch) from Testarossa, 19 Shorts Gardens, Covent Garden. London.

KICKER CONSPIRACY►

Why waste time on the disinformation of football club programmes when fanzines speak the real truth? 'Whose Game Is It Anyway?' collects the best from around 200 available. It costs £5.95 from Sportspages, Charing Cross Road, London and all good book shops.

◄ARTEFACT

We don't make a habit of recommending records, but this one was made (as some of you will know) by one time staff writer Nick Kelly, so we'll make an exception. On release now in 7" and 12", catalogue number 12 tfls3.

◄TIME, CAMERA, ACTION

film buffs can add this studio light clock to their director's chair and clapperboard photo frame. Available from Roxie, 76 Wardour Street, price £15.

PHONE HOME►

A suitable dog and bone for the extra terrestials among you. This neon lit piece costs £178.95 from Testarossa (address opposite).

EMAP (and some others) v. The Rest Of The World. The Ed, ball at his feet as usual, reflects on the state of things at the charity footie match.

THE LAST WORD

What happened? Where are we? One minute we were talking amongst ourselves the next — nothing. All we know is the Editor was standing over us muttering something about us not bothering to check facts and how we deserved it. RVF, VFR, FRV it's all the same to us.

So we missed another issue whilst we were in hospital. Never mind, pull up a visitor's chair, pass us the grapes and we'll fill you in on all the goings and comings in the wacky world of software. What a wild and woolly time it's been.

It all began with a charity soccer match held in September at Luton's vile Kenilworth Road pitch. Four sides there competed for the honour of . . . what was the honour, anyone? Oh, winning. The publishers' team consisted of journos from the mags, mostly representatives of EMAP. It was a masterful fighting display which took us through the qualifier to the final, and, agonsingly, penalties. The Ed converted his in true Ray Stewart style, but the cup slipped away from the team after an EMAP publisher blazed wildly over the bar and the referee intervened to offer the opposition another penalty after they missed one. Altogether now: 'Who's the b@★t★/d in the black?!'

The big event though, as ever, was the PC Show. Regular readers will know that this is generally the biggest excuse for getting wasted the software industry knows. The Show was, well, like it always is really, except that there was probably even less to see and get excited about than there usually is, with fewer machines to play and more rolling demos and videos. That should change next year, because TLW can exclusively reveal that there won't be a PC Show. Instead there will be the ECES, or the European Computer Entertainment Show to you and it'll be run by CU's publishers EMAP and organised with the help of all the home computer mags here including us. How's that for a Maxwell-like news exclusive?

At least the post Show parties didn't disappoint. Wednesday night began in a dignified manner with an EMAP cocktail evening in Chelsea. Everyone eventually adjourned to local hostelleries, where a TLW representative was bewildered to see a member of Mirrorsoft, fearing a bit of poaching, trying to prise a Bitmap brother away from Ocean's Gary Bracey using just about every trick in the book. Thursday night won the award for best 'do' with US Gold's night at The Limelight club, which featured more Beck's than you've ever seen, an appearance by Rik Mayall and the sight of ACE ad manager Gary Williams doing The Timewarp solo on stage. Not to be outdone in the comic stakes Ocean produced none other than Bob Monkhouse for their evening, held in a big Italian restaurant in Kensington.

And that's that until it all begins again at Christmas with more industry parties and the celebrated Indin, at which the industry pats itself heartily on the back and gives away awards, judged by the magazine editors, to the year's top games. Any clues from the Ed for Game Of The Year? Only, he says, that it's not *Passing Shot*.

Seeing as we've mentioned games you might like to know what's happened to *Rainbow Islands*? Reviewed favourably by everyone, months ago, the game has yet to appear in the shops. The reason for this is a disagreement between Taito who own the game's rights and Microprose who now own Firebird. No doubt m'learned friends are involved which means the prospect of seeing the game this side of Christmas must be dim. Let's hope not.

Awaken the beast within you...

ALTERED BEAST

Zeus has called upon you! Only a brave and fearless warrior can save his beloved daughter Athena, from the cunning clutches of Nelf, evil Lord of the Underworld.

Risen from the grave, you are presented with Supernatural powers beyond this world. Collect the 'mystical' spirit balls and transform into an awesome array of creatures – as Strongman, punch and kick harder than ever before, as WereWolf and Were-Tiger rip the flesh of the demons of hell and as Bear, knock out your enemies with one bad breath!

You hear the distant cries of the beautiful Athena and as the terrors of the Underworld tighten their grasp, the beast within you rises to face the final battle!!

ATARI ST SCREEN SHOWN

ACTIVISION

SEGA®

ALTERED BEAST™ and SEGA® are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under licence from Sega Enterprise Ltd., Japan.
©SEGA 1988, 1989.
Marketed and distributed by Activision (UK) Ltd.

Mail Order: Postronix Ltd., Nene Enterprise Centre, Freehold Street, Northampton NN2 6EW. Tel: 0604 791771 (Quote Reference ACT 1).
Consumer Enquiries/Technical Support: Tel: 0734 310003

YOU CAN RUN BUT THE YOU CAN'T HIDE FROM

UNTOUCHABLES™

TM and Copyright © 1989 Paramount Pictures.
All rights reserved.

ocean®

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650